

PHILIPS VIDEOPAC

43

Unlimited variations



Pickaxe Pete

Pickel Peter

Peter Tête de Pioche

Houwelen Henkie

Il Piccone Magico

Guldgravern

Guldgrävar-Joe

Hakku-Pete

Pedrito Piqueta

Pedro Picareta

862227143009

PHILIPS

EXPANDED MEMORY
MEMOIRE 4K OCTETS



Instructions for use

Pickaxe Pete

This Videopac cartridge allows a glimpse into the life of that legendary miner Pickaxe Pete and his fabulous gold mines somewhere in the Misty Mountains....!

(1 or more players) First press
RESET
Next press key 0 to 9

Your screen shows a network of tunnels and shafts. It's one of the ten mysterious gold mines where Pickaxe Pete struck it rich, a different mine for each numerical key you have pressed.

The actual secret of those Misty Mountain mines lies hidden behind three coloured doors: one at the top level, one at the very bottom and the third one in the centre. Huge boulders come bursting from those doors at irregular intervals, bouncing through the narrow tunnels. When two boulders collide, one of three things may happen:

1. They explode and disappear into thin air.
2. They explode, revealing a pickaxe which gently drops down to the lowest level where it disappears after a while.

3. They explode after which a golden key twirls upwards to the top level where it will vanish after a short while.

You find Pickaxe Pete in the centre of your screen. You can move him with the joystick of the left handset. When Pete steps into an opening in the tunnel floor, he will drop down to the next level. It will not hurt him.

He can move up to the next level only by using one of the ladders that mysteriously appear from time to time in different places. When halfway up a ladder, you can make him jump the rest of the way. Just move the joystick into the direction you want him to jump and press the action button. This is a good idea for instance when that ladder directly leads to one of the magic doors. If he does go in without having a key, he gets caught in the revolving door, possibly exposing himself to a boulder coming from that door and then the game is over!

Making your fortune

Pickaxe Pete is vigorously swinging his pickaxe, while those boulders come bouncing down the narrow tunnels. **Every time he smashes one, he strikes gold, adding 3**

points to your score.

There's one problem however! He is using his pickaxe so energetically that it soon wears down. When it does, you will hear a tinkling, warning sound. Without his pickaxe, Pete is defenseless against the boulders. He can collect a new pickaxe when catching one as it floats down after a boulder collision (see above) or pick it up at the bottom level of the mine. When he does succeed in getting a new pickaxe, he can continue his work and collects a **bonus of 5 points** as well.

Until he has, there's only one thing he can do: try and evade the boulders by either jumping over them or ducking under them. Every time he succeeds, **he again collects one point**. To make Pete jump or dive, move the joystick in the desired direction and then press the action button.

Note: If you want Pete to pass a door while not having a key, you can make him jump over the door but watch out for those boulders!

Each time a game is finished, press RESET (Δ), 'SELECT GAME' is shown on the screen. Now:

- (a) Select another game.
- Or (b) Select another Videopac. Remove existing Videopac by placing one hand next to it, and pulling handle upwards. Replace Videopac in its box.

Refer now to Instructions for Use of the next Videopac.
Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

The magic doors

There's an interesting alternative! When he manages to get hold of one of those golden keys, he starts blinking and **collects another 10 points**. But there's more to it yet. These keys give access to the magic doors. When he manages to reach a door with his key, dodging those boulders of course, he enters the magic halls of his mines and another 20 points are added to his fortune! After a short celebratory dance the treasure hunt continues. Pete has a brand new pickaxe and starts again where he originally began. Every time a different, more difficult patterns appears and the frequency with which the boulders come bursting from those magic doors increases as his score grows higher. While carrying a key, Pete can also collect a new pickaxe, adding 5 more points to his score.

Warning: The mining pattern will have the same colour as the door he just entered. These colours change regularly. Try and avoid a dark grey door! When Pickaxe Pete enters a dark grey door with his key, he will collect his 20 bonus points after which he finds himself in an **invisible maze**, making it much

harder and more hazardous.

When Pickaxe Pete is hit by a boulder while he does not carry a pickaxe, he tumbles and sits down, completely stunned. The game is over and a new one will start automatically.

The highest score in a series of games is shown in the left-hand bottom corner. The name of the high scoring player can be displayed in the centre, where the question marks are. Just key in the name of the high scoring player (maximum of six characters; if fewer, press space key until all remaining question marks have disappeared). The name will stay on the screen until the score has been equalled or surpassed.

Scoring points

- | | |
|---------------------------------|-----------|
| - Evading a boulder | 1 point |
| - Smashing a boulder | 3 points |
| - Getting a new pickaxe | 5 points |
| - Getting a key | 10 points |
| - Getting through door with key | 20 points |

Check procedure

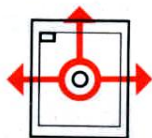
If you suspect a fault in the equipment follow this procedure (with a Videopac installed). Press RESET (Δ). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the

equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

Playing "Pickaxe Pete" with Videopac N60 or G7200 game computer

The basic rules of the game are identical to those described above.

- Set picture brightness and sound level at desired levels
- Set contrast control at position 1



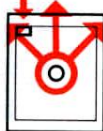
Use joystick to move Pickaxe Pete. Move upwards to make him climb ladder.

Diving



Use joystick to indicate direction. Press action button to make Pete dive.

Jumping



Use joystick to indicate direction of jump, then press action button.

Ask your dealer about the other Videopac cartridges that have been issued so far:

- | | |
|----------------------------|-------------------------------|
| 1. Race | 21. Secret of the Pharaohs |
| Spin-out | 22. Space Monster |
| Cryptogram | 23. Las Vegas Gambling |
| 2. Pairs | 24. Flipper Game |
| Space rendezvous | 25. Skiing |
| Logic | 26. Basket Game |
| 3. American Football | 27. Electronic Table Football |
| 4. Air-sea war | 28. Electronic Volleyball |
| Battle | 29. Dam Buster |
| 5. Blackjack | 30. Battlefield |
| 6. Tenpin Bowling | 31. Musician |
| Basketball | 32. Labyrinth Game |
| 7. Mathematician | Supermind |
| Echo | 33. Jumping Acrobats |
| 8. Baseball | 34. Satellite Attack |
| 9. Computer Programmer | 35. Electronic Billiards |
| 10. Golf | 36. Electronic Soccer |
| 11. Cosmic Conflict | Electronic Ice Hockey |
| 12. Take the Money and Run | 37. Monkeyshines |
| 13. Playschool Math | 38. Munchkin |
| 14. Gunfighter | 39. Freedom Fighters |
| 15. Samurai | 40. 4 in 1 Row |
| 16. Depth Charge | 41. Conquest of the World |
| Marksman | 42. Quest for the Rings |
| 17. Chinese Logic | 43. Pickaxe Pete |
| 18. Laser War | 44. Crazy Chase |
| 19. Catch the Ball | C7010. Chess module |
| Noughts and Crosses | A. Newscaster |
| 20. Stone Sling | |

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